

# FPS Builder Documentation

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Getting started manual.

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The focus of this document is to guide you through the principal features of the project.

The complete documentation is available on our website: [docs.gamebuilders.com.br](https://docs.gamebuilders.com.br)

After importing the project, it is expected that no errors appear in the console. You may see warning messages, such as "A tree couldn't be loaded because the prefab is missing", don't worry because we tested the package intensively, and we can guarantee there is nothing wrong.

## Getting started

Understanding the project structure and opening the demonstration maps.



We organize the project with the following structure:

```
▼ FPSBuilder
  ▼ SubPackage 1
    □ Art
    □ Scenes
    □ Scripts
  ▼ SubPackage 2
    □ Art
    □ Scenes
    □ Scripts
```

You will see that we have a root folder, **FPSBuilder**, and **subpackages**, within each **subpackage** we have the **Art**, **Scenes** and **Scripts** folders.

**Art** stores all artistic assets, e.g. meshes, materials, textures, prefabs and sounds.

**Scenes** holds the demonstration maps included in the project.

**Scripts** contain all the logic of the package, define behaviours and store information such as input bindings, game-play settings and procedural animation data.

Following this information you will find the demo maps in the folder:

**FPS Builder > Environment Pack > Scenes**



## Community

Our main contact channels.

The best way to contact us to ask questions or get assistance is through our [Discord](#). Alternatively you can also contact us by e-mail: [support@gamebuilders.com.br](mailto:support@gamebuilders.com.br)